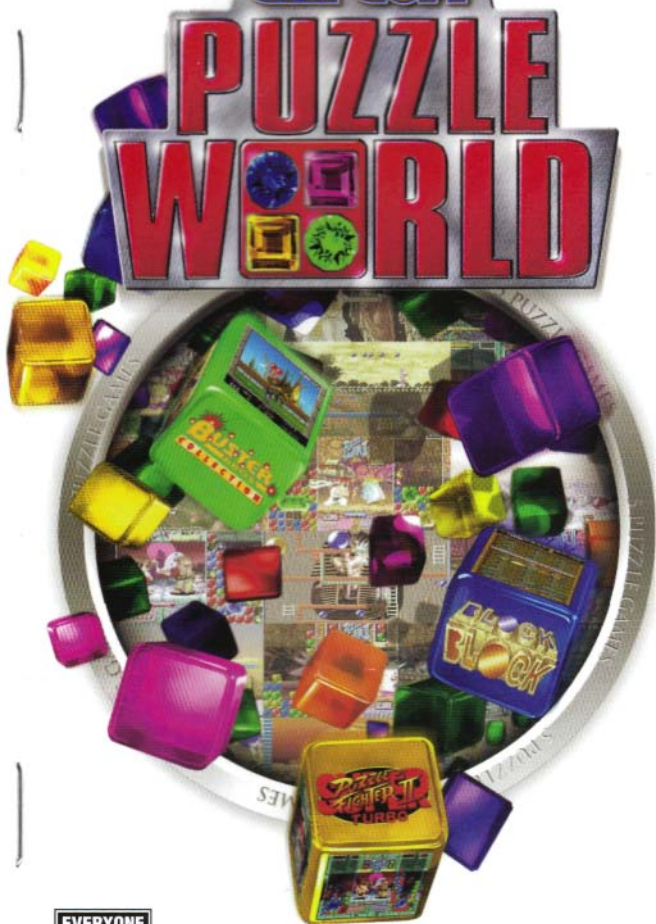


CAPCOMTM PUZZLE WORLD

CAPCOM[®]
capcom.com/psp



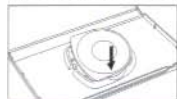
<http://www.replacementdocs.com>

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.



GETTING STARTED	2
STARTING UP	3
GETTING INTO THE GAME	4
SUPER PUZZLE FIGHTER II TURBO®	6
BUSTER BROS.	10
SUPER BUSTER BROS.	12
BUSTER BUDDIES	14
BLOCK BLOCK	16
MULTIPLAYER	17
PICTURES & SCREENS	18
EXTRAS	19

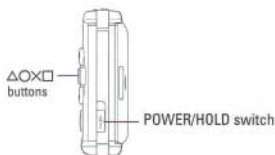
A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting CAPCOM® PUZZLE WORLD for your PSP® (PlayStation®Portable) system. CAPCOM® is proud to bring you this new addition to your video game library.

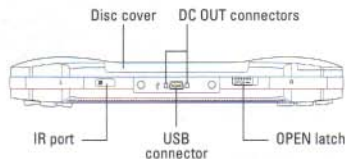


GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **CAPCOM® PUZZLE WORLD** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

► **NOTICE:** Do not eject a UMD™ while it is playing.

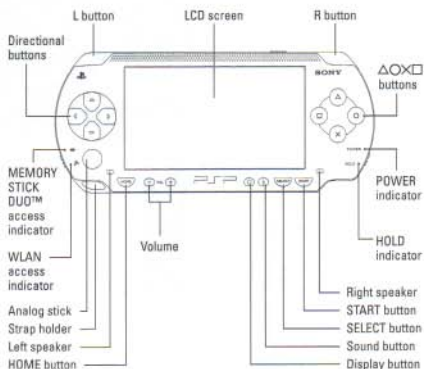
MEMORY STICK DUO™

► **WARNING!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick Pro Duo into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or from any memory stick containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN).

► **HINT:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). **CAPCOM® PUZZLE WORLD** supports Ad Hoc mode only.

► **AD HOC MODE:** Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

NOTE: You are responsible for Wi-Fi fees.



GETTING INTO THE GAME

NETWORK MODE

CAPCOM® PUZZLE WORLD is a wireless-enabled game. When the WLAN switch is on, network mode is always enabled, to allow others to join your game at any time.

To disable this feature, turn off the WLAN switch. Disabling wireless access during gameplay can conserve your battery life.



WLAN switch



MENU CONTROLS

analog stick/directional buttons	Highlight options.
X button	Select.
O button	Go back.

MAIN MENU

Press the START button at the title screen to go to the main menu. Use the menu controls (above) to select a game or option.



- ▶ **Super Puzzle Fighter II Turbo®** (▶ page 6.)
- ▶ **Buster Bros.** (▶ page 10.)
- ▶ **Super Buster Bros.** (▶ page 12.)
- ▶ **Buster Buddies** (▶ page 14.)
- ▶ **Block Block** (▶ page 16.)
- ▶ **Multiplayer** (▶ page 17.)
- ▶ **Pictures & Screens** (▶ page 18.)
- ▶ **Extras** (▶ page 19.)

GAME LAUNCH

On each game's launch screen, use the menu controls to select the option you want.



- ▶ **New Game:** Start a new game. (For controls and game details, ▶ each game's section in this manual.)
- ▶ **Resume Game:** Resume a saved game from the point where you saved it. (▶ "SAVING & LOADING" below.)
- ▶ **High Scores:** Check the game's high scores. (▶ "HIGH SCORES" below.)
- ▶ **Options:** Adjust the game's option settings. (▶ each game's section.)
- ▶ **Back:** Return to the main menu.

SAVING & LOADING

SAVING

The high scores you achieve are automatically saved. As you progress, a message will appear on screen indicating that your scores and settings are being saved. While this message is on screen, **DO NOT** remove the memory stick or Memory Stick Duo or turn off your PSP® system.

- ▶ You can turn **Auto-Save** on/off from each game's options menu.
- ▶ Saving current progress when exiting will save the state of the game at the beginning of the last completed level.

LOADING

Your scores and settings are automatically loaded when you boot up a game in **CAPCOM® PUZZLE WORLD**. You can also load saved data by selecting **Resume Game** from the game launch screen.

HIGH SCORES

Select **High Scores** from the game launch screen to view high score tables for the current game.



- ▶ analog stick/directional buttons ◀/▶ Cycle through high score tables.
- ▶ X button Swap views between high scores 1 - 5 and 6 - 10.
- ▶ Δ button Reset the high scores.
- ▶ O button Go back.





SUPER PUZZLE FIGHTER II TURBO®

Play through this gem-breaking mayhem as some of the most memorable characters from franchises like **Street Fighter** and **Dark Stalkers**. Each character is on a unique mission to beat Akuma and finally finish his or her own personal quest.



DEFAULT CONTROLS

analog stick/directional buttons	Instantly drop gems.
analog stick/directional buttons	Speed up falling gem.
analog stick/directional buttons	Move cursor or gem left/right.
O button	Rotate gem clockwise.
X button	Rotate gem counter-clockwise.



OPTIONS

- ▶ **Music Volume:** Adjust the game's background music volume.
- ▶ **SFX Volume:** Adjust the game's sound effects volume.
- ▶ **Soundtrack:** Toggle between original and remixed soundtracks.
- ▶ **Auto-save High Score:** Toggle On/Off.
- ▶ **Counter Clockwise:** Select button to rotate gems counter-clockwise (to the left).
- ▶ **Clockwise:** Select button to rotate gems clockwise (to the right).
- ▶ **Attack Power:** Adjust the number of Counter Gems that opponents drop on each other.
- ▶ **Difficulty:** Adjust AI difficulty level.
- ▶ **Game Speed:** Adjust speed of falling gems.
- ▶ **CPU Round:** Set number of rounds in Arcade mode.
- ▶ **Vs. Round:** Set number of rounds in Versus mode.
- ▶ **Handicap:** Toggle No/Yes in Versus mode.



GAMEPLAY STYLES

With **Options** highlighted on the game launch screen, press and hold the L and R buttons and then press the X button to display the EX Options menu, where you can choose your gameplay style:

- ▶ **Super Puzzle Fighter 2X:** Play to win as you create chains and power gems to destroy your opponent.
- ▶ **Super Puzzle Fighter 2Y:** Destroy stacks of 3 or more gems of the same color to send your opponent massive gem attacks.
- ▶ **Super Puzzle Fighter 2Z:** Rotate gems to create power gems, and send your opponent's gems to the top to win.



GAME MODES

- ▶ **Arcade Mode:** Play against the computer. Each match goes for 1 round (you can change the number of rounds from the options menu). Choose the initial level of difficulty:
 - **Easy:** Defeat 3 opponents.
 - **Normal:** Defeat 8 opponents.
 - **Hard:** Defeat 8 super-difficult opponents.
- ▶ **Versus Mode:** This is a classic 2-player, best-of-3-rounds contest. Select a character and a handicap (choose from 5 levels; the higher the number the faster the gems will drop). After each match, you can change your character and view the result screen.
- ▶ **Training Mode:** Practice any version of the game to hone your skills and — maybe — become the best!
- ▶ **Counter Gem Edit:** Personalize your own Counter Gem pattern to confuse and defeat your opponents.
- ▶ **Training Demo:** Watch a demo of how to play **Super Puzzle Fighter 2X**.
- ▶ **Show Time Demo:** Watch different intermission movies.
- ▶ **Illustrations:** View concept illustrations and marketing materials for **Super Puzzle Fighter II Turbo®**.



PUZZLE FIGHTER II TURBO

GEMS

- ▶ **Normal Gems:** These regular gems fall, round by round, from the top of the screen.
- ▶ **Power Gems:** When 4 or more same-color Normal Gems are placed together in a certain manner, they form large Power Gems. These gems can be as big as you want to make them. Use a Crash Gem or Rainbow Gem to break Power Gems. Drop numerous gems on your opponent while increasing your score.
- ▶ **Crash Gems:** The round gems are Crash Gems. When dropped on a gem of the same color, a Crash Gem breaks. Link lines of same-color gems to create a huge chain reaction of broken gems. This will drop lots of Counter Gems on your opponent!
- ▶ **Counter Gems:** Counter Gems fall on your opponent in a certain pattern, depending on your character.
 - Counter Gems contain a colored number that counts down as each new round of gems falls. Normally, Counter Gems start at 5. After some gems are countered, falling Counter Gems start at 3. When Counter Gems count down to 0, they transform into Normal Gems.
 - You can destroy an opponent's Counter Gems before they fall on you by counterattacking with Counter Gems of your own. Break a Crash Gem or Rainbow Gem on as many Normal Gems as you can and the number of Counter Gems about to drop will be reduced.
 - Drop a Crash Gem paired with a Normal Gem of the same color, and any Counter Gem that comes into contact with them will be destroyed, no matter what color it is.
- ▶ **Rainbow Gems:** Diamond-shaped Rainbow Gems break all gems that are the same color as the gem they land on. (In this case, same-color gems do not need to touch in order to break.)
 - The amount of Counter Gems dropped on your opponent is less when you use a Rainbow Gem, compared to using a Crash Gem. So use Rainbow Gems mostly to get out of rough spots, rather than as attack gems.



CHARACTERS

Hold down the R + L buttons when selecting your character to unlock that character's EX abilities.



RYU



MORRIGAN



KEN



HSIEN-KO



SAKURA



DONOVAN



FELICIA



CHUN-LI



Long ago in a kingdom called Earth, the tyrannical Bubble King controlled his people with giant, magical bubbles. One day, for no particular reason, the Bubble King began a siege on Earth's cities with multi-sized breakable bubbles. People called out for help to their heroes — and the Buster Bros. sped to the rescue with their rope guns ready for battle!

DEFAULT CONTROLS

analog stick/directional buttons ◀/▶	Run left/right.
analog stick/directional buttons ↕/↗	Climb/descend ladder.
O button	Fire weapon.
X button	Rapid-fire weapon.

OPTIONS

- ▶ **Music Volume:** Adjust the game's background music volume.
- ▶ **SFX Volume:** Adjust the game's sound effects volume.
- ▶ **Soundtrack:** Toggle between original and remixed soundtracks.
- ▶ **Auto-save High Score:** Toggle On/Off.
- ▶ **Shoot:** Select fire button.
- ▶ **Rapid Fire:** Select rapid-fire button.
- ▶ **Backgrounds:** Choose between original and custom backgrounds. (▶ "PICTURES & SCREENS" on page 18.)
- ▶ **Lives:** Set your starting number of lives.
- ▶ **Difficulty/Credits:** Set your starting number of continues and AI difficulty level.

ITEMS

- ▶ **Double Wire:** Fires a rope wire with twice the effectiveness.
- ▶ **Power Wire:** Fires a rope wire that attaches itself to the ceiling and breaks any bubble it hits.
- ▶ **Vulcan Missile:** Fires rapidly, but cannot break platforms or blocks.
- ▶ **Slow Time:** Slows down bubbles moving across the scene.
- ▶ **Stop Time:** Stops all bubbles and enemies briefly. While they're stopped, they're easy targets, and you take no damage.
- ▶ **Yashichi 1-UP:** One extra life.
- ▶ **Barrier:** Shields your character, and you can take 1 hit *without losing a life*.
- ▶ **Dynamite:** Breaks all bubbles into the smallest size. Don't use this when the screen is loaded with bubbles!
- ▶ **Food:** Different food types add points to your score. Don't shoot the food or you'll score fewer points.

ENEMIES

If any enemy touches you (except for the Crab), you won't be able to shoot your gun for a certain length of time.

- ▶ **Crab:** Crabs break bubbles, but cause no damage if they touch you.
- ▶ **Owl:** Owls fly straight across the screen.
- ▶ **Hummingbird:** These guys fly erratically across the screen, breaking bubbles.
- ▶ **Hermit Crab:** These characters climb up along the wall — and fall right down on top of you. Watch out!
- ▶ **Eagle:** When an Eagle touches a bubble, the bubble changes its bounce direction.

SUPER BUSTER BROS.

SUPER BUSTER BROS.

Earth is under attack once again from the Bubble King. Now it's up to you as Super Buster Bros. to clear the world of all bouncing bubbles. So load up your rope gun — and get going!

DEFAULT CONTROLS

analog stick/directional buttons 	Run left/right.
analog stick/directional buttons 	Climb/descend ladder.
O button	Fire weapon.
X button	Rapid-fire weapon.

OPTIONS

- ▶ **Music Volume:** Adjust the game's background music volume.
- ▶ **SFX Volume:** Adjust the game's sound effects volume.
- ▶ **Soundtrack:** Toggle between original and remixed soundtracks.
- ▶ **Auto-save High Score:** Toggle On/Off.
- ▶ **Shoot:** Select fire button.
- ▶ **Rapid Fire:** Select rapid-fire button.
- ▶ **Backgrounds:** Choose between original and custom backgrounds. (◆ "PICTURES & SCREENS" on page 18.)
- ▶ **Lives:** Set your starting number of lives.
- ▶ **Continues:** Set your starting number of continues.
- ▶ **Difficulty:** Set the AI difficulty level of **Super Buster Bros.**

GAME MODES

- ▶ **Panic Mode:** Finish 99 levels of non-stop, bubble-popping excitement! As you destroy the bubbles, a Pop Meter tracks your progress. When you fill up the Pop Meter, you move on to the next level. As you advance to higher levels, the bubbles get larger and faster! Look for special bubbles found only in Panic mode!



▶ **Tour Mode:** There's no end in sight as you travel the world fighting the bubble assault. Your goal is to stop the Bubble King from raining bubbles down on some of the world's most famous scenery!

ITEMS

- ▶ **Double Wire:** Fires a rope wire with twice the effectiveness.
- ▶ **Power Wire:** Fires a rope wire that attaches itself to the ceiling and breaks any bubble it hits.
- ▶ **Vulcan Missile:** Fires rapidly, but cannot break platforms or blocks.
- ▶ **Slow Time:** Slows down bubbles moving across the scene.
- ▶ **Stop Time:** Stops all bubbles and enemies briefly. While they're stopped, they're easy targets, and you take no damage.
- ▶ **1-UP Figure:** Gives you 1 extra life.
- ▶ **Barrier:** Shields your character, and you can take 1 hit without losing a life.
- ▶ **Dynamite:** Breaks all bubbles into the smallest size. Don't use this when the screen is loaded with bubbles!
- ▶ **Food:** Different food types add points to your score. Don't shoot the food or you'll score fewer points.

ENEMIES

If any enemy touches you (except for the Crab and the Hungry Dragon), you won't be able to shoot your gun for a certain length of time.

- ▶ **Hungry Dragon:** Breaks bubbles with his back fins, and eats the smallest ones. He stumbles when he hits a power wire, and explodes if hit again. He causes no damage if he touches you.
- ▶ **Gyaos:** Flying in groups of 4, these strange bird-like creatures break every bubble they touch.
- ▶ **Spike:** He bursts bubbles with his spikes and poisons you if he touches you!



BUSTER BUDDIES

The great artifacts of the world are no longer safe! Paintings, sculptures and jewels are rapidly disappearing, and who's to blame? Four strange-looking thieves have set a goal for themselves — to steal all the world's treasures and build the greatest art gallery on the planet! But each great piece of art is protected by a dizzying deluge of falling bubbles and eerie enemies. These thieves are the best ... are you?

DEFAULT CONTROLS

analog stick/directional buttons ◀/▶	Run left/right.
analog stick/directional buttons ▼/▲	Climb/descend ladder.
○ button	Fire weapon.
× button	Rapid-fire weapon.

OPTIONS

- ▶ **Music Volume:** Adjust the game's background music volume.
- ▶ **SFX Volume:** Adjust the game's sound effects volume.
- ▶ **Soundtrack:** Toggle between original and remixed soundtracks.
- ▶ **Auto-save High Score:** Toggle On/Off.
- ▶ **Shoot:** Select fire button.
- ▶ **Rapid Fire:** Select rapid-fire button.
- ▶ **Backgrounds:** Choose between original and custom backgrounds (▶ "PICTURES & SCREENS" on page 18).
- ▶ **Lives:** Set your starting number of lives.
- ▶ **Difficulty:** Set your difficulty and number of continues.

GAME MODES

- ▶ **Beginner:** Take pot shots at bubbles and enemies with your rope gun.
- ▶ **Normal:** Clear each stage and obtain beautiful art from around the world. Once you get the art, you'll be able to see it in the art gallery!



- ▶ **Panic:** Get crazy! Shoot, shoot, shoot until the bubbles go bye-bye. As you destroy more and more bubbles, you move up level by level!

CHARACTERS

- ▶ **Don Pacos:** Lively and cheerful, Don Pacos loves art more than anything. Equipped with the double-wire gun, he is a good character for novices.
- ▶ **Captain Hog:** This former sea pirate sells art for profit. He wants to rebuild his ship, which he lost at sea, so he's hunting down art with a power-wire gun.
- ▶ **Pink Leopold:** To this cool cat, thievery is an art form. A cautious feline felon, he doesn't bother with enemies and avoids dynamite!
- ▶ **Sheila the Thief:** A crafty thief who gets whatever she wants, Sheila wields a highly effective, diagonal-wire gun that will challenge the skills of even the most expert players!

ITEMS

- ▶ **Double Wire:** Fires a rope wire with twice the effectiveness.
- ▶ **Power Wire:** Fires a rope wire that attaches itself to the ceiling and breaks every bubble it hits.
- ▶ **Laser Cannon:** Fires rapidly, but cannot break platforms or blocks.
- ▶ **Slow Time:** Slows down bubbles moving across the scene.
- ▶ **Stop Time:** Stops all bubbles and enemies briefly. While they're stopped, they're easy targets, and you take no damage.
- ▶ **1-UP:** Gives you 1 extra life.
- ▶ **Barrier:** Shields your character, and you can take 1 hit without losing a life.
- ▶ **Dynamite:** Breaks all bubbles into the smallest size. Don't use this when the screen is loaded with bubbles!
- ▶ **Coins:** Different types of coins add points to your score.

ENEMIES

Enemies can help you — or make things worse! If you touch these enemies (except for the Dog), you won't be able to shoot for a brief time.

- ▶ **Flying Squirrel:** This crazy rodent flies around the screen and cuts your power-wire. Shoot it to make it disappear.
- ▶ **Toy Helicopter:** Someone left the toys on! The helicopter does backflips and changes the direction of bouncing bubbles.
- ▶ **Wallman:** The sky is falling! This creature crawls along walls trying to reach the top. When it gets there, look out below!
- ▶ **The Dog:** No way is this mutt "man's best friend"! This little rascal wanders the platforms looking for a nice buddy to bite. If he gets his teeth in you, you'll slow down for a while.





BLOCK BLOCK

Smash bricks with a bouncing ball to pile up points in this fast-paced, 2-player co-op puzzle!

DEFAULT CONTROLS

X or R button	Release ball.
analog stick/directional buttons	Move paddle left/right.

- ▶ Use your paddle to rebound a ball into a variety of colorful bricks.
- ▶ Complete each round by eliminating the bricks. The faster you go, the more bonus points you'll earn. Don't let the ball bounce past your paddle!
- ▶ Smashing certain bricks drops valuable power-ups to help you in your quest.

OPTIONS

- ▶ **Difficulty:** Adjust the AI difficulty level.
- ▶ **Lives:** Adjust the number of lives per continue.
- ▶ **Bonus Life:** Adjust the start and interval at which you'll earn bonus lives.
- ▶ **Continues:** Choose between *infinite* and *No Continues*.

MULTIPLAYER

CAPCOM® PUZZLE WORLD features an intuitive interface for players to use to connect to each other. Once connected, players can enjoy Versus and Cooperative gameplay in *Super Puzzle Fighter II Turbo®*, *Buster Bros.*, *Super Buster Bros.* and *Buster Buddies* games.

HOSTING A GAME

To create a multiplayer session, make sure the WLAN switch on your PSP® system is turned on. This allows other players to join your game at any time.

JOINING A GAME

To join a multiplayer session, first select **Multiplayer** on the main menu. On the Multiplayer screen, a list of players who are hosting multiplayer games will be displayed.

- ▶ To connect to an available game, highlight the host session you want and press the X button.
- ▶ Press the □ button to refresh the list of hosts in your area.
- ▶ Press the O button to return to the previous screen.

BLOCK BLOCK MULTIPLAYER

HOSTING A BLOCK BLOCK MULTIPLAYER GAME

- ▶ Make sure the WLAN switch on your PSP® system is turned on (allowing other players to join), and then start a game.

JOINING A BLOCK BLOCK MULTIPLAYER GAME

- ▶ Start up **Block Block** and select **Join Game** in the Block Block menu.
- ▶ In the Join Game menu, browse for available **Block Block** games that are ready for multiplayer action.
- ▶ When you find a session you like, highlight it and press the X button to join in that game.



PICTURES & SCREENS

A special feature of **CAPCOM® PUZZLE WORLD** is that it offers you the unique opportunity to take screenshots during gameplay and to import personalized jpegs as backgrounds in **Buster Bros.**, **Super Buster Bros.**, and **Buster Buddies**.

TAKING IN-GAME SCREENSHOTS

To take a screenshot in **Super Puzzle Fighter II Turbo®**, **Buster Bros.**, **Super Buster Bros.**, and **Buster Buddies**, press the **START** button to pause the game and select **Screen Shot** from the pause menu. The screenshot will be saved into the Memory Stick Duo/**PSP/PHOTO/PUZZLE** directory.



CUSTOM BACKGROUNDS

After taking screenshots, you can select your personalized jpegs (stored in **/PSP/PHOTO/PUZZLE**) to use as custom backgrounds in **Buster Bros.**, **Super Buster Bros.**, and **Buster Buddies**. You can also adjust how your screenshots are displayed.

The Custom Backgrounds feature accepts screenshots in **jpeg format only**. Also, larger jpeg file sizes can affect game load times.

BROWSE SCREEN

R button	Preview screenshot.
X button	View options. (▶ page 19.)
O button	Return to previous menu.

OPTIONS

- ▶ **Center:** Centers the screenshot in the background.
- ▶ **Tile:** Tiles the screenshots in the background.
- ▶ **Stretch:** Stretches the screenshot to fill the background.
- ▶ **Window:** Displays the screenshot in a window in the background.
- ▶ **No Display:** Omits the jpeg from being used as a custom background.
- ▶ **Delete:** Deletes the screenshot from the Memory Stick Duo.



EXTRAS

Select **Extras** from the main menu to enjoy **CAPCOM® PUZZLE WORLD's** extra features:

- ▶ **Credits:** Take a look at the fun-loving team that compiled this collection.
- ▶ **Illustrations:** See artwork from the game's original artists.
- ▶ **Create Save Data:** Select a slot and save your current game.
- ▶ **Delete Save Data:** Erase (forever) saved data you no longer want.



NOTES

CREDITS

Marketing

Charles Bellfield, Jack Symon, Laili Bosma, Frank Filice, Robert Johnson, Alben Pedroso, Rey Jimenez, Robert Hamiter, Ryuhei Tanabe, Tony Leung

Creative Services

Michi Morita, Corey Tran, Jacqueline Truong, Christine Watson

Manual Translation

Brian Dunn

Public Relations

Arne Cual-Pedroso, Alicia Kim

Community

Philip Navidad, Christopher Tou

Customer Service

Kevin Sugimoto, Long Nguyen

Manual Layout & Editing

Hanshaw Ink & Image

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this UMD disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the UMD disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the UMD disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your UMD disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the UMD disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the UMD disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective UMD disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your UMD disc certified mail. CAPCOM will replace the UMD disc subject to the conditions above. If replacement UMD discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

NetBSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

CAPCOM®

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

© 2006 CAPCOM CO., LTD., © 2006 CAPCOM U.S.A., INC. ALL RIGHTS RESERVED. SUPER PUZZLE FIGHTER II TURBO, CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. *Master Bros.* © 2006 HUDSON SOFT. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

